

CLAIMS

1 A method of sending an electronic message from within an application to an
2 intended recipient, comprising:
3 receiving a user input selecting an image generated by the application;
4 generating a message form from within the application for receiving
5 message information;
6 combining the selected image and the message information into a
7 composite message; and
8 sending the composite message to the intended recipient.

1 2. The method of claim 1 wherein message information further comprises address
2 information for the recipient.

1 3. The method of claim 1 wherein message information further comprises message
2 text to be transmitted to the recipient.

1 4. The method of claim 1 further comprising:
2 receiving an address specifying a recipient of the message; and
3 attaching the address to the composite message; and wherein sending
4 comprises sending the composite message to the specified address.

1 5. The method of claim 1 further comprising:
2 receiving a generate message command; and

3 responsive to receiving the generate message command, pausing execution
4 of the application.

1 6. The method of claim 5 further comprising:

2 responsive to a message containing the image being transmitted, resuming
3 execution of the application.

1 7. The method of claim 1 further comprising:

2 sending a message containing recipient and sender data to a predetermined
3 recipient to allow the predetermined recipient to identify potential
4 users of the application.

1 8. The method of claim 7 further comprising:

2 receiving the message;
3 identifying an intended recipient of the message;
4 determining whether the intended recipient is an owner of the game; and
5 responsive to the intended recipient not being an owner of the application,
6 sending advertising material regarding the game to the intended
7 recipient.

1 9. A method of capturing a gaming experience of a currently executing application
2 for transmission as a message to a remote recipient:

3 capturing a user selected multimedia information generated as part of the
4 gaming experience;
5 receiving text to accompany the multimedia information;

6 creating a composite message using the captured multimedia information
7 and the received text; and
8 sending the composite message to a recipient.

1 10. The method of claim 9 wherein capturing user selected multimedia information
2 comprises
3 capturing an image currently being displayed by the application.

1 11. The method of claim 9 wherein capturing the user selected multimedia
2 information comprises:
3 retrieving an audio file linked to the application.

1 12. The method of claim 9 wherein capturing an image further comprises:
2 removing extraneous information from the currently displayed image.

1 13. The method of claim 9 wherein capturing an image further comprises:
2 scaling the captured image to a smaller size.

1 14. The method of claim 9 wherein sending the composite message comprises:
2 compressing the multimedia information.

1 15. The method of claim 14 wherein sending further comprises:
2 converting the composite message into a format compatible with an
3 electronic messaging protocol.

1 16. The method of claim 9 further comprising:

2 pausing execution of the application responsive to receiving a selection of
3 multimedia information.

1 17. The method of claim 16 further comprising:

2 resuming execution of the application responsive to sending the composite
3 message.

1 18. The method of claim 9 further comprising:

2 displaying a notification to the sender that the sent message has been
3 received.

1 19. A computer readable medium for sending an electronic message from within an
2 application to an intended recipient, the computer readable medium storing instructions
3 for causing a processor to:

4 receive a user input selecting an image displayed by the application;
5 generate a message form from within the application for receiving
6 message information;
7 combine the selected image and the message information into a composite
8 message; and
9 send the composite message to the intended recipient.

1 20. The computer readable medium of claim 19 storing instructions that further cause
2 the processor to:

3 pause execution of the application responsive to receiving a generate
4 message command; and

5 responsive to a message containing the image being transmitted, resume
6 execution of the application.

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